

HYPER FORCE™

JAGUAR

GAME MANUAL



Songbird Productions is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors and omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Songbird Productions.

Hyper Force™ is copyright and trademark Visual Impact. All rights reserved. Manufactured and distributed by Songbird Productions under exclusive worldwide license.

HYPER FORCE

TM

**JAGUAR
INTERACTIVE MULTIMEDIA SYSTEM
GAME MANUAL**

Contents

The Story So Far	1
Getting Started	2
Options Menu	2
Playing the Game	3
Hints	6

The Story So Far...

The year is 2099. On the verge of a new century, mankind has expanded to the stars. The development of the starphase drive makes interstellar travel possible at a fraction of the normal time. Technology breakthroughs have created an unprecedented level of medical care and automation.

But all is not well. Megacorporations have an insatiable hunger for expansion, and Trans Con is the most ruthless of them all. Trans Con has decimated a dozen worlds, and in the process harnessed enough resources to finally cast off the so-called restraints of the Terran High Command.

Politicians, not wanting to lose their considerable corporate support, have turned a blind eye for the most part to their atrocities... the situation is delicate, so they've called in the best of the Interstellar Special Forces to eliminate the threat of Trans Con without involving the general population in an ugly military and political powder keg. That's where you come in. A lone soldier facing overwhelming odds and the distinct possibility your own government will disown you if you fail. What's not to like about this mission?

Getting Started

1. Insert your Hyper Force™ cartridge into the cartridge slot of your Jaguar 64-bit Interactive Multimedia System.
2. Press the Power button.
3. The title screen now appears. Press Option to visit the Options Menu, or press the A, B, or C button to begin the game.

Options Menu

Use the joypad to navigate the below options, and press Option to return to the title screen when finished.

Select Fire Button - This button fires the selected weapon in the direction you are facing (some weapons may be fired at an angle, too). Set to A, B, or C.

Select WeaponSelect - Select which weapon you want active. You begin the game with only the first, weakest weapon. Set to A, B, or C.

Select Jump Button - Use this button to activate your hoverjets for a few moments, then you glide safely back to the nearest platform. Set to A, B, or C.

Toggle Music - Turn the music on or off.

Toggle Sound Effects - Turn the sound effects on or off.

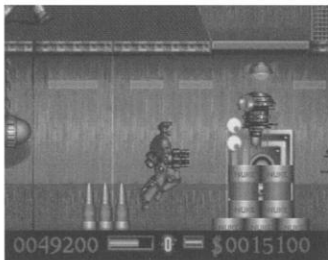
Load Game - Select either game A, B, or C by pressing the corresponding button. The list beneath the Load Game option indicates the status of each game slot.

Playing the Game

Your goal in Hyper Force™ is to take on the evil corporate minions of Trans Con. You must fight through waves of robots, defense drones, security guards, traps, barriers, and more to achieve your ultimate objective of eliminating the Trans Con threat.

Every few levels you receive a Mission Update screen to let you know how close you are to defeating Trans Con.

Your soldier may move in any direction, look up, look down, and jump as he moves about each level. Try to collect as many tech items and credits as you can to rack up points and money.



The player status bar appears at the bottom of the screen. Your score is on the left, followed by your health. Next is the number of lives remaining followed by the weapon power rating for the selected weapon. Last is the number of credits earned; credits are used to purchase weapons, ammo, and equipment after each level.

Other Controls:

Press * and # together at any time to reset the game and return to the title screen.

Press O at any time to disable or enable the music.

Press Pause at any time to Pause the action. While the game is paused, you may press A to adjust the music volume, or B to adjust the sound effects volume. You may also press option to visit the Options Menu during the game.

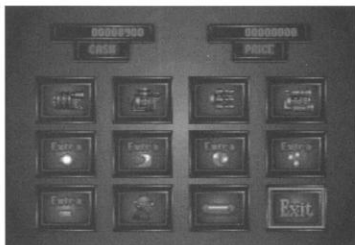
While at the Options Menu, you may select to save a game in slot A, B, or C, if desired. This will allow you to restore your saved game at a later time.



Look for the 'Exit' marker on each level to exit that level. Note that you may have to break down barriers, disable security doors by flipping switches, and fight your way through a horde of enemies to get there!

Also watch out for fire traps, spike traps, dissolving floor tiles, roving platforms, and more.

Once you exit the level, you'll find yourself with a HyperLink to the ISF Supply Shop. Here you can purchase new weapons, more ammo, extra health, and extra lives.



Use the joypad to navigate the shop. A green box indicates you can purchase a particular item, and red box indicates you cannot. Note that you cannot purchase ammo for a particular weapon without owning the weapon first. Press the fire button to complete a purchase transaction, and press the exit button when finished.

You have more than 20 levels of daunting foes ahead of you – are you up for the challenge? Only you can achieve your goal by utilizing Hyper Force!

Hints

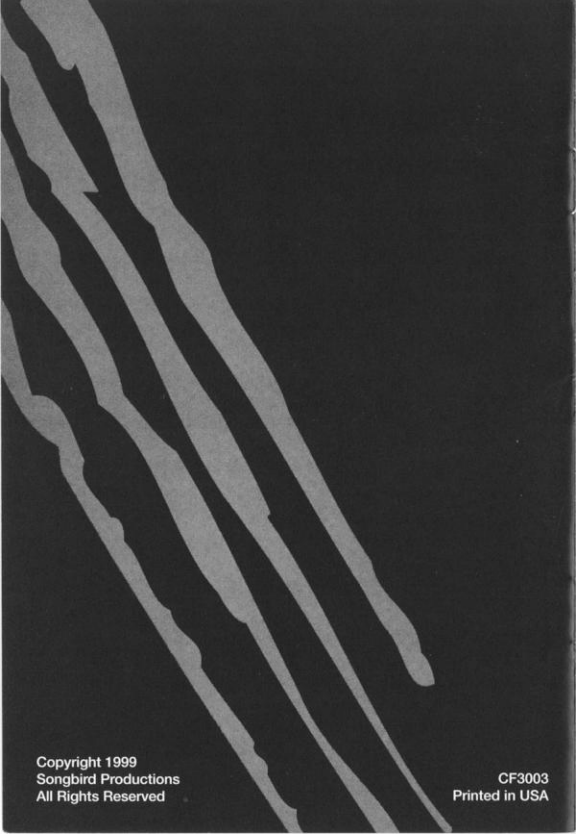
There are many secret areas and hidden passages. Try jumping around in close quarters to see if the ceiling is real or fake.

Watch out for the many floor traps, especially disappearing tiles.

Impassible security doors need to be disabled with a switch. Walking past a switch automatically activates it, and a switch noise confirms.

Learn which weapons have the most effective rate of fire and spread capabilities.

Manual:	Carl Forhan of Songbird Productions
Manual Layout:	Kevin Manne
Box Layout:	Doug Engel
Special Thanks:	Les Caron of AGH
Licensed By:	Carl Forhan of Songbird Productions
Cover Art:	Tony Ferguson



Copyright 1999
Songbird Productions
All Rights Reserved

CF3003
Printed in USA